

Explicit Construction of Optimal Exact Regenerating Codes for Distributed Storage

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Abstract—Erasure coding techniques are used to increase the reliability of distributed storage systems while minimizing storage overhead. Also of interest is minimization of the bandwidth required to repair the system following a node failure. In a recent paper, Wu et al. characterize the tradeoff between the repair bandwidth and the amount of data stored per node. They also prove the existence of regenerating codes that achieve this tradeoff.

In this paper, we introduce *Exact Regenerating Codes*, which are regenerating codes possessing the additional property of being able to duplicate the data stored at a failed node. Such codes require low processing and communication overheads, making the system practical and easy to maintain. Explicit construction of exact regenerating codes is provided for the minimum bandwidth point on the storage-repair bandwidth tradeoff, relevant to distributed-mail-server applications. A subspace based approach is provided and shown to yield necessary and sufficient conditions on a linear code to possess the exact regeneration property as well as prove the uniqueness of our construction.

Also included in the paper, is an explicit construction of regenerating codes for the minimum storage point for parameters relevant to storage in peer-to-peer systems. This construction supports a variable number of nodes and can handle multiple, simultaneous node failures. All constructions given in the paper are of low complexity, requiring low field size in particular.

I. INTRODUCTION

Reliability is a major concern in large distributed storage systems where data is stored across multiple unreliable storage nodes. It is well known that adding redundancy increases the reliability of the system but at the cost of increased storage. Erasure coding based techniques [1], [2] (eg. using Maximum distance separable(MDS) codes) have been used to minimize this storage overhead.

In a distributed storage system, when a subset of the nodes fail, the system needs to repair itself using the existing nodes. In erasure coding based systems, each node stores a fragment of an MDS code. Upon failure of a node, the failed fragment can be restored back using the existing fragments. The amount of data that needs to be downloaded to restore the system after a node failure is one of the significant parameters of a distributed storage system. In [3] the authors introduce a

new scheme called Regenerating Codes which store a larger amount of data at each node compared to an MDS code, in order to reduce the repair bandwidth. In [4] the authors establish a tradeoff between the amount of storage required at each node and the repair bandwidth. Two extreme and practically relevant points on this storage-repair bandwidth tradeoff curve are the minimum bandwidth regeneration(MBR) point which represents the operating point with least possible repair bandwidth, and the minimum storage regeneration(MSR) point which corresponds to the least possible amount of data stored at a node. By an optimal Regenerating Code, we will mean a Regenerating Code that meets the storage-repair bandwidth tradeoff.

A principal concern in the practical implementation of distributed storage codes is computational complexity. A practical study of the same has been carried out in [7] for random linear regenerating codes. Although the existence of optimal regenerating codes was proved in [4], for code construction, the authors have suggested the use of a general network-coding-based code construction algorithm due to Jaggi et al [5]. The drawbacks of such an approach include high complexity of code construction as well as the requirement of a large field size.

In this paper, we introduce *Exact Regenerating Codes*, which are regenerating codes possessing the additional property of being able to regenerate back the same node upon failure. We give a low-field-size, low-complexity, explicit construction for exact regenerating codes at the MBR point. Using the subspace based approach provided, we also prove that our code is unique among all the linear codes for this point. Explicit construction is also given for regenerating codes at the MSR point for suitable parameters which can handle multiple node failures. To the best of our knowledge, our codes are the first explicit constructions of optimal regenerating codes.

In [6], Wu et al. also independently introduce the notion of exact regeneration(termed exact repair in [6]) for the MSR point. However, the codes introduced in their work do not meet the storage-repair bandwidth tradeoff. The construction

proposed by them is of high complexity and also has the disadvantage of a large field size requirement.

The rest of the paper is organized as follows. In Section II we introduce the notion of Exact Regenerating Codes. Explicit construction of Exact Regenerating Codes for the MBR point is given in Section III. The complexity and the field size requirement of the proposed code construction algorithm are also analyzed here. In Section IV, a subspace based approach to construction of these codes is provided which is later used to prove the uniqueness of our construction. Section V provides a construction of regenerating codes for the MSR point for certain practically relevant parameters. Finally, conclusions are drawn in Section VI.

II. EXACT REGENERATING CODES

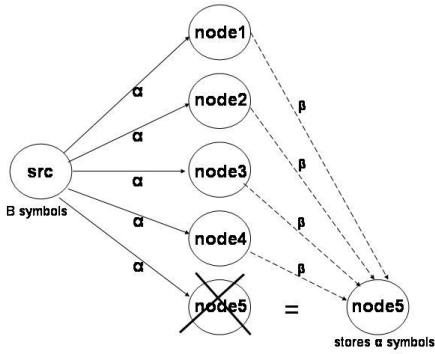


Fig. 1. An illustration of exact regeneration: On failure of node 5, data from nodes 1 to 4 is used to regenerate back the same data that node 5 earlier had.

The system description is as follows. All data elements belong to a finite field \mathbb{F}_q of size q . The total size of the file is B units. The data is stored across n storage nodes in a distributed manner where each node can store up to α units of data. A data collector(DC) connects to any k out of these n nodes to reconstruct the entire data. This property is termed as ‘reconstruction property’. The data collector is assumed to have infinite capacity links so that it downloads all the data stored in these k nodes.

When a node fails, a new node is added in its place by downloading β units of data from any $d(\geq k)$ ¹ out of the remaining $n - 1$ nodes. In regenerating codes as introduced in [4], the new node formed need not be identical to the failed one. It should satisfy the reconstruction property along with the existing nodes. This property wherein a new node satisfying reconstruction can be created as a replacement for a failed node is termed as ‘regeneration property’. Any other node subsequently regenerated using this node should satisfy both the properties. Hence the new node along with all other nodes should satisfy these properties for a possibly infinite sequence of failures and regenerations.

¹From [4], if $d < k$, the mincut condition will require data reconstruction to hold for d nodes, hence k can be set as d .

We introduce a desirable property into regenerating codes wherein the regenerated node is identical to the one which failed. We will call regenerating codes having this additional property as ‘Exact Regenerating Codes’. Fig. 1 shows an example of the this scheme. As a failed node is replaced by an identical node, Exact Regenerating Codes have to satisfy the reconstruction property at only one level. Also, the additional communication and processing overheads required to update all the other nodes and data collectors about the new node is completely avoided. This makes the storage system practical and easy to maintain.

III. EXACT REGENERATING CODES FOR THE MBR POINT

The MBR point is the fastest recovery point (on the storage-repair bandwidth tradeoff curve) in terms of the data to be downloaded for regeneration per unit of the source data. Also, among all the possible values of d , $d = n - 1$ point gives the fastest recovery as all the existing nodes simultaneously help in the regeneration of the failed node. Hence the MBR point with $d = n - 1$ is highly suitable for applications such as distributed mail servers, where it is crucial to restore the system in the shortest possible time.

This section gives the construction of linear exact regenerating codes at the MBR point for $d = n - 1$ and any k . At the MBR point, optimal α and β on the storage-repair bandwidth tradeoff curve are given by (from [4]):

$$(\alpha_{MBR}, \beta_{MBR}) = \left(\frac{2Bd}{2kd - k^2 + k}, \frac{2B}{2kd - k^2 + k} \right) \quad (1)$$

Clearly for a feasible system we need β to be an integer². Assume β to be the smallest possible positive integer, i.e. $\beta = 1$. Then we have

$$B = kd - \frac{k(k-1)}{2} \quad (2)$$

and

$$\alpha = d \quad (3)$$

For any larger file size, the source file is split into chunks of size B , each of which can be separately solved using the construction for $\beta = 1$. Reconstruction and regeneration will be performed separately on these smaller chunks and hence additional processing and storage required to perform these operations is greatly reduced.

A. Code construction

Denote the source symbols of the file by $f = (f_0 \ f_1 \ f_2 \ \dots \ f_{B-1})^t$. Let $d = n - 1$ and $\theta = \frac{d(d+1)}{2}$. Let V be a $n \times \theta$ matrix with the following properties:

- 1) Each element is either 0 or 1.
- 2) Each row has exactly d 1's.
- 3) Each column has exactly two 1's.

²It can be seen from equation (1) that if β is an integer, then α and B are also integers.

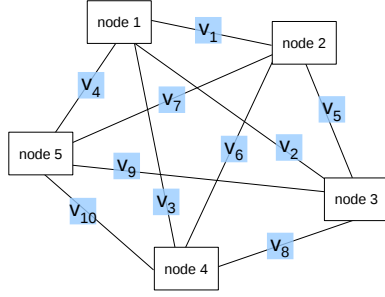


Fig. 2. Fully connected undirected graph with 5 vertices. Vertices represent nodes and edges represent vectors corresponding to the common symbol between two nodes.

4) Any two rows have exactly one intersection of 1's.

It is easy to see that V is the incidence matrix of a fully connected undirected graph with n vertices. Our construction of exact regenerating codes for the MBR point uses the above described matrix V . Consider a set of θ vectors $\{v_1, v_2, \dots, v_\theta\}$ which form a B -dimensional MDS code. The vectors v_i ($i = 1, \dots, \theta$) are of length B with the constituent elements taken from the field \mathbb{F}_q . Node j stores the symbol $f^t v_i$ if and only if $V(j, i) = 1$. Thus in the graph corresponding to V , vertices represent the nodes, and edges represent the vectors corresponding to the symbols stored. Thus, by the properties of the matrix V , we get n nodes each storing $d (= \alpha)$ symbols. Properties 3 and 4 ensure that each row intersects every other row in distinct columns. The validity of this code as a exact regenerating code for the MBR point is shown below.

Data Reconstruction: The DC connects to any k out of the n storage nodes and downloads all the $k\alpha$ symbols stored. As any two rows of the matrix V intersect in only one column and any row intersects all other rows in distinct columns, out of the $k\alpha$ symbols downloaded, exactly $\binom{k}{2}$ symbols are repetitions and do not add any value. Hence the DC has $k\alpha - \binom{k}{2} = B$ distinct symbols of a B -dimensional MDS code, using which the values of the source symbols f_0, \dots, f_{B-1} can be easily obtained.

Exact Regeneration: The matrix V provides a special structure to the code which helps in exact regeneration. Properties 3 and 4 of the matrix V imply that the each of the existing $n - 1$ nodes contain one distinct symbol of the failed node. Thus exact regeneration of the failed node is possible by downloading one symbol each from the remaining $n - 1$ nodes.

In section IV it will be proved that this code construction scheme is unique for linear exact regenerating codes up to the choice of vectors $\{v_1, v_2, \dots, v_\theta\}$. In the above description we have chosen these set of vectors to form a B -dimensional MDS code. In fact, it suffices if the vectors are chosen such that, for any set of k nodes, the constituent vectors are linearly independent.

B. Example

Let $n = 5$, $k = 3$. We get $d = n - 1 = 4$ and $\theta = 10$. Putting $\beta = 1$ gives $\alpha = 4$ and $B = 9$. As described in the previous section, the matrix V is the incidence matrix of a fully connected undirected graph with 5 vertices (Fig. 2) as given below:

	v1	v2	v3	v4	v5	v6	v7	v8	v9	v10
n1	1	1	1	1	0	0	0	0	0	0
n2	1	0	0	0	1	1	1	0	0	0
n3	0	1	0	0	1	0	0	1	1	0
n4	0	0	1	0	0	1	0	1	0	1
n5	0	0	0	1	0	0	1	0	1	1

Thus the 5 nodes store the following symbols:

Node 1: $\{f^t v_1, f^t v_2, f^t v_3, f^t v_4\}$
Node 2: $\{f^t v_1, f^t v_5, f^t v_6, f^t v_7\}$
Node 3: $\{f^t v_2, f^t v_5, f^t v_8, f^t v_9\}$
Node 4: $\{f^t v_3, f^t v_6, f^t v_8, f^t v_{10}\}$
Node 5: $\{f^t v_4, f^t v_7, f^t v_9, f^t v_{10}\}$

Reconstruction: Suppose the data collector connects to nodes 1, 2 and 3. It can retrieve the symbols $f^t v_1, \dots, f^t v_9$, and using these, recover the source symbols f_0, \dots, f_8 . The same holds for any choice of 3 nodes.

Regeneration: Suppose node 3 fails. Then, node 1 gives $f^t v_2$, node 2 gives $f^t v_5$, node 4 gives $f^t v_8$ and node 5 gives $f^t v_9$. All these four symbols are stored as the new node 3. Thus the regenerated node 3 stores exactly the same symbols as the failed node.

In this example, $\theta = B + 1$ and hence we can take the vectors $\{v_1, \dots, v_{10}\}$ to form a single parity check code of dimension 9. So the exact regenerating code for this set of parameters can be obtained in \mathbb{F}_2 .

C. Field size required

The required field size is the minimum field size required to construct a $[\theta, B]$ MDS code. If we use a Reed-Solomon code, the minimum field size required for our construction turns out to be $\theta (= n(n-1)/2)$. In [4] authors have suggested to cast the problem of constructing deterministic regenerating codes as a virtual multicast network code construction problem and then use the algorithm due to Jaggi et al. [5] to determine the network coefficients. This algorithm requires field size of the order of number of sinks, which in this case leads to a very high field size. In fact, the problem of exact regenerating code construction leads to a non-multicast network code problem for which there are very few results available [8], [9].

D. Complexity

Code construction: Code construction is immediate given the incidence matrix V of a fully connected graph with n vertices. No arithmetic operations are required.

Node Regeneration: The method used for regeneration does not require the existing nodes to perform any additional

operations. Each existing node just has to pass one symbol to the new node from the set of α symbols stored in it.

If the regeneration is not exact, additional communication to the nodes and data collectors about changes in the code coefficients is necessary. Also, all the nodes need to recalculate the vectors which they have to pass for subsequent regenerations. In the case of exact regeneration, these overheads are avoided.

Data Reconstruction: To facilitate the DC to easily decode the downloaded data, one set of k nodes can be made systematic, i.e. these k nodes will store the source symbols without any encoding. This can be achieved by performing a change of basis on the B -dimensional vector space spanned by the vectors $\{\underline{v}_1, \underline{v}_2, \dots, \underline{v}_\theta\}$, so that the desired k nodes have entire data in uncoded form. Hence, if the DC preferably connects to this set of k nodes, no decoding is necessary.

If regeneration is not exact, the systematic property cannot be maintained. When any of one of the k nodes chosen to be systematic fails, the regenerated node may not be in the systematic form and hence the property will be lost.

IV. SUBSPACE VIEWPOINT AND UNIQUENESS

In the construction of exact regenerating codes given in section III, nodes were viewed to be storing α symbols each from a finite field. In this section, we provide an alternative viewpoint based on subspaces which completely characterizes linear exact regenerating codes for the MBR point for any values of (n, k, d) . By a linear storage code, we mean that any symbol stored is a linear combination of the source symbols, and only linear operations are allowed on them.

The subspace viewpoint will be used to prove the necessary and sufficient conditions for a linear storage code to be an exact regenerating code for the MBR point. This subsequently leads to the uniqueness of our construction.

Define a vector \underline{f} of length B consisting of the source symbols (as in section III). Since each source symbol can independently take values from \mathbb{F}_q , the B source symbols can be thought of as forming a B -dimensional vector space over \mathbb{F}_q .

Since the code is linear, any stored symbol can be written as $\underline{f}^t \underline{\ell}$ for some vector $\underline{\ell}$. These vectors which specify the linear combinations define the code, and the actual symbols stored depend on the instantiation of \underline{f} . Since a node stores α symbols, it can be considered as storing α vectors of the code, i.e. node i stores the vectors $\underline{\ell}_1^{(i)}, \dots, \underline{\ell}_\alpha^{(i)}$. Linear operations performed on the stored symbols are equivalent to the same operations performed on these vectors. Hence we say that each node *stores a subspace* of dimension at most α i.e.

$$\text{node } i: W_i = \langle \underline{\ell}_1^{(i)}, \dots, \underline{\ell}_\alpha^{(i)} \rangle$$

where W_i denotes the subspace stored in node i , $i = 1, \dots, n$ and $\langle \cdot \rangle$ indicates the span of vectors.

For regeneration of a failed node, d other nodes provide β symbols each. We say that each node *passes a subspace* of

dimension at most β .

Consider the exact regeneration of some node i using any d out of the remaining $n - 1$ nodes. Denote this set of d nodes by \mathbf{D} , and let $j \in \mathbf{D}$. Let $S_{j,\mathbf{D}}^{(i)}$ denote the subspace passed by node j for the regeneration of node i .

In the following lemmas, we prove certain subspace properties associated with linear exact regenerating codes at the MBR point.

Lemma 1: For any (n, k, d) linear exact regenerating code for the MBR point, each node stores an α -dimensional subspace, i.e.

$$\dim\{W_i\} = \alpha, \quad \forall i \in \{1, \dots, n\}.$$

Proof: Consider data reconstruction by a DC connecting to any k nodes, $\Lambda_1, \dots, \Lambda_k$. Let these k nodes store subspaces with dimensions $\Omega_1, \dots, \Omega_k$ respectively. As each node can store a subspace of dimension at most α ,

$$\Omega_i \leq \alpha, \quad \forall i \in \{1, \dots, k\} \quad (4)$$

For the DC to be able to reconstruct all the data, the dimension of the sum space of these k subspaces should be B , i.e.

$$\dim\{W_{\Lambda_1} + W_{\Lambda_2} + \dots + W_{\Lambda_k}\} = B \quad (5)$$

Using the expression for the dimension of sum of two subspaces recursively we get,

$$\begin{aligned} & \dim\{W_{\Lambda_1} + \dots + W_{\Lambda_k}\} \\ &= \dim\{W_{\Lambda_1}\} + \dim\{W_{\Lambda_2}\} - \dim\{W_{\Lambda_1} \cap W_{\Lambda_2}\} \\ & \quad + \dim\{W_{\Lambda_3}\} - \dim\{W_{\Lambda_3} \cap \{W_{\Lambda_1} + W_{\Lambda_2}\}\} \\ & \quad \dots \\ & \quad + \dim\{W_{\Lambda_k}\} - \dim\{W_{\Lambda_k} \cap \{W_{\Lambda_1} + \dots + W_{\Lambda_{k-1}}\}\} \\ &= \sum_{i=1}^k \dim\{W_{\Lambda_i}\} \\ & \quad - \dim\{W_{\Lambda_k} \cap \{W_{\Lambda_{k-1}} + \dots + W_{\Lambda_1}\}\} \\ & \quad - \dots - \dim\{W_{\Lambda_3} \cap \{W_{\Lambda_2} + W_{\Lambda_1}\}\} \\ & \quad - \dim\{W_{\Lambda_2} \cap W_{\Lambda_1}\} \end{aligned} \quad (6)$$

$$\begin{aligned} & \leq \sum_{i=1}^k \Omega_i \\ & \quad - (\Omega_k - (d - (k - 1))\beta)^+ \\ & \quad - \dots - (\Omega_3 - (d - 2)\beta)^+ \\ & \quad - (\Omega_2 - (d - 1)\beta)^+ \end{aligned} \quad (7)$$

$$\leq \Omega_1 + \sum_{l=2}^k (d - (l - 1))\beta \quad (8)$$

$$= \Omega_1 + (k - 1)d\beta - \{k - 1 + \dots + 2 + 1\}\beta \quad (9)$$

$$= \Omega_1 - \alpha + B \quad (10)$$

$$\leq B \quad (11)$$

In (7), $(x)^+$ stands for $\max(x, 0)$. The justification for (7)

is as follows. Suppose nodes $\Lambda_1, \dots, \Lambda_{l-1}$ and some other $(d - (l - 1))$ nodes participate in the regeneration of node Λ_l . The maximum number of linearly independent vectors that the $(d - (l - 1))$ nodes (other than $\Lambda_1, \dots, \Lambda_{l-1}$) can contribute is $(d - (l - 1))\beta$. If this quantity is less than Ω_l then the $l - 1$ nodes under consideration will have to pass the remaining dimensions to node l . Hence for any $l = 2, \dots, k$

$$\begin{aligned} \dim\{W_{\Lambda_l} \cap \{W_{\Lambda_{l-1}} + \dots + W_{\Lambda_1}\}\} \\ \geq (\Omega_l - (d - (l - 1))\beta)^+ \end{aligned} \quad (12)$$

Equation (8) follows by the property that any two non-negative numbers y_1 and y_2 satisfy the inequality $(y_1 - (y_1 - y_2)^+) \leq y_2$. Equation (10) follows from (1) and equation (11) from (4). Now, for equation (5) to hold, (11) should be satisfied with equality, which forces $\Omega_1 = \alpha$. Similarly, expanding with respect to other nodes, and considering different sets of k nodes, we get $\dim\{W_i\} = \alpha, \forall i \in \{1, \dots, n\}$. ■

Corollary 2: Let \mathbf{D}_m be any subset of \mathbf{D} of size m , where $m < k$. For any (n, k, d) linear exact regenerating code at the MBR point,

$$\dim\left\{W_i \cap \left\{\sum_{j \in \mathbf{D}_m} W_j\right\}\right\} = m\beta$$

Proof: Putting $\Omega_l = \alpha = d\beta$ in (12) we get,

$$\dim(W_{\Lambda_l} \cap \{W_{\Lambda_{l-1}} + \dots + W_{\Lambda_1}\}) \geq (l - 1)\beta \quad (13)$$

Using (6) and (13),

$$\begin{aligned} \dim\{W_{\Lambda_1} + \dots + W_{\Lambda_k}\} \\ = \sum_{i=1}^k \dim\{W_{\Lambda_i}\} \\ - \dim\{W_{\Lambda_k} \cap \{W_{\Lambda_{k-1}} + \dots + W_{\Lambda_1}\}\} \\ - \dots - \dim\{W_{\Lambda_3} \cap \{W_{\Lambda_2} + W_{\Lambda_1}\}\} \\ - \dim\{W_{\Lambda_2} \cap W_{\Lambda_1}\} \end{aligned} \quad (14)$$

$$\leq k\alpha - \{k - 1 + \dots + 2 + 1\}\beta \quad (15)$$

$$= B \quad (16)$$

For equation (5) to hold, (15) should be satisfied with equality. This along with (13) gives the result. ■

Note that putting $m = 1$ gives

$$\dim\{W_i \cap W_j\} = \beta \quad (17)$$

Lemma 3: For any (n, k, d) linear exact regenerating code at the MBR point,

$$S_{j,\mathbf{D}}^{(i)} = W_i \cap W_j$$

Also, the subspaces $W_i \cap W_j$ are linearly independent $\forall j \in \mathbf{D}$.

Proof: Consider the exact regeneration property of node i . As $d\beta = \alpha$, node i must store all the information passed by the nodes in \mathbf{D} . Hence, the subspace passed by node j

must be a subspace of W_i as well, i.e.

$$S_{j,\mathbf{D}}^{(i)} \subseteq (W_i \cap W_j) \quad (18)$$

Also,

$$\sum_{j \in \mathbf{D}} \dim\{S_{j,\mathbf{D}}^{(i)}\} \geq \dim\left\{\sum_{j \in \mathbf{D}} S_{j,\mathbf{D}}^{(i)}\right\} \quad (19)$$

$$= \dim\{W_i\} \quad (20)$$

$$= d\beta \quad (21)$$

which along with the fact that $\dim\{S_{j,\mathbf{D}}^{(i)}\} \leq \beta$ implies that equation (19) should be satisfied with equality and

$$\dim\{S_{j,\mathbf{D}}^{(i)}\} = \beta \quad (22)$$

From equations (17), (18) and (22), it follows that

$$S_{j,\mathbf{D}}^{(i)} = W_i \cap W_j \quad (23)$$

Equality of equation (19) implies that the subspaces $S_{j,\mathbf{D}}^{(i)}$ are linearly independent $\forall j \in \mathbf{D}$. ■

Hence for any linear exact regenerating code for the MBR point, each node should store an α dimensional subspace, and the intersection subspaces of a node with any d other nodes should have dimension β each and should be linearly independent.

The following theorems prove the uniqueness of our code for the MBR point.

Theorem 4: Any linear exact regenerating code for the MBR point with $d = n - 1$ should have the same subspace properties as our code and hence the same structure as our code.

Proof: Let C be an exact regenerating code obtained via our construction. Let C' be another optimal exact regenerating code for the MBR point which satisfies the reconstruction and exact regeneration properties. Let W'_1, \dots, W'_n be the subspaces stored in nodes $1, \dots, n$ respectively in code C' . Apply Lemma 3 to node 1 in C' and let s'_2, \dots, s'_n be the β -dimensional intersection subspaces of node 1 with nodes $2, \dots, n$ respectively. As s'_2, \dots, s'_n are linearly independent subspaces spanning α dimensions, they constitute a basis for W'_1 and hence can be replaced as the contents of node 1. Now consider node 2. One of the intersection subspaces will be s'_2 (with node 1). Let s''_3, \dots, s''_n be the intersection subspaces of node 2 with nodes $3, \dots, n$. Again, s'_2 and s''_3, \dots, s''_n form a basis for W'_2 and hence node 2 can be replaced by these. Continuing in the same manner across all the remaining nodes, it is easy to see that the code C' has the same structure as C . ■

Hence our code is unique upto the choice of basis for the node subspaces.

Theorem 5: A necessary and sufficient condition for any linear code to be (n, k, d) exact regenerating code for the MBR point is that any set of $d + 1$ nodes should have the same structure as our code.

Proof: Necessity: If there exists a linear exact regenerating

ating code at the MBR point for some (n, k, d) , then any set of $d + 1$ nodes from this code should work as a code for the parameters $(d + 1, k, d)$. Hence, from Theorem 4, any set of $d + 1$ nodes is of the same structure as our code.

Sufficiency: Suppose there exists a linear code such that any set of $d + 1$ nodes from this code has the same structure as our code. Consider a DC connecting to some k nodes. This set of k nodes can be viewed as a subset of some $d + 1$ nodes which will have the same structure as our code. Hence, the DC can reconstruct the entire data. Consider a failed node, and some d nodes used to regenerate it. Since this set of $d + 1$ nodes will also have the same structure as our code, exact regeneration of the failed node is possible. Thus, reconstruction and exact regeneration properties are established. ■

V. REGENERATING CODES FOR THE MSR POINT

The MSR point requires the least possible storage at the nodes (with respect to the storage-repair bandwidth tradeoff curve). This operating point particularly suits applications like storage in peer-to-peer systems where storage capacity available from the participating nodes is very low. In such systems, multiple node failures are quite frequent as nodes enter and exit the system at their own will. Hence the system should be capable of regenerating a failed node using only a small number of existing nodes. Also, the number of nodes in the system changes dynamically. Hence the code should work even if the number of nodes keeps varying with time.

In this section we give an explicit construction for regenerating codes at the MSR point for $d = k + 1$ and any n . This set of parameters makes the code capable of handling any number of failures provided that at least $k + 1$ nodes remain functional. Note that, by definition, if less than k nodes are functional then a part of the data will be permanently lost. If exactly k nodes are functional, then these nodes will have to pass all the information stored in them for regeneration, hence no optimization of the repair bandwidth is possible.

At the minimum storage point, optimal α and β on the storage-repair bandwidth tradeoff curve are given by (from [4]):

$$(\alpha_{MSR}, \beta_{MSR}) = \left(\frac{B}{k}, \frac{B}{k(d - k + 1)} \right) \quad (24)$$

By the same argument as in the MBR case, we choose $\beta = 1$ for our construction, which gives

$$B = k(d - k + 1) \quad (25)$$

and

$$\alpha = d - k + 1 \quad (26)$$

A. Code construction:

With $d = k + 1$, from equations (25) and (26) we have

$$B = 2k \quad (27)$$

and

$$\alpha = 2 \quad (28)$$

Partition the source symbols into two sets: f_0, \dots, f_{k-1} , and g_0, \dots, g_{k-1} . Let $\underline{f}^t = (f_0 \ f_1 \ \dots \ f_{k-1})$, and $\underline{g}^t = (g_0 \ g_1 \ \dots \ g_{k-1})$.

Node i ($i = 1, \dots, n$) stores $(\underline{f}^t \underline{p}_i, \underline{g}^t \underline{p}_i + \underline{f}^t \underline{u}_i)$ as its two symbols. We shall refer to the vectors \underline{p}_i and \underline{u}_i as the *main vector* and the *auxiliary vector* of a node respectively. The elements of the auxiliary vectors are known but can take any arbitrary values from \mathbb{F}_q . The main vectors are the ones which are actually used for reconstruction and regeneration.

Let the set of main vectors \underline{p}_i ($i = 1, \dots, n$) form a k -dimensional MDS code over \mathbb{F}_q . The required field size is the minimum field size required to construct an $[n, k]$ MDS code. If we use a Reed-Solomon code, the minimum field size required turns out to be just n .

For example, consider $n = 5$, $k = 3$ and $d = 4$. We have $B = 6$ and f_0, f_1, f_2, g_0, g_1 and g_2 as the source symbols. Let the main vectors \underline{p}_i ($i = 1, \dots, n$) form a Reed-Solomon code, with $\underline{p}_i = (1 \ \theta_i \ \theta_i^2)^t$. θ_i ($i = 1, \dots, 5$) take distinct values from \mathbb{F}_q ($q \geq 5$). We can initialize elements of \underline{u}_i ($i = 1, \dots, 5$) to any arbitrary values from \mathbb{F}_q .

B. Reconstruction:

A data collector will connect to any k nodes and download both the symbols stored in each of these nodes. The first symbols of the k nodes provide $\underline{f}^t \underline{p}_i$ at k different values of i . To solve for \underline{f} , we have k linear equations in k unknowns. Since \underline{p}_i 's form a k -dimensional MDS code, these equations are linearly independent, and can be solved easily to obtain the values of f_0, \dots, f_{k-1} .

Now, as \underline{f} and \underline{u}_i are known, $\underline{f}^t \underline{u}_i$ can be subtracted out from the second symbols of each of the k nodes. This leaves us with the values of $\underline{g}^t \underline{p}_i$ at k different values of i . Using these, values of g_0, \dots, g_{k-1} can be recovered.

Thus all B data units can be recovered by a DC which connects to any k nodes. We also see that reconstruction is possible irrespective of the values of the auxiliary vectors \underline{u}_i .

C. Regeneration:

In our construction, when a node fails, the main vector of the regenerated node has the same value as that of the failed node, although the auxiliary vector is allowed to be different. Suppose node j fails. The node replacing it would contain $(\underline{f}^t \underline{p}_j, \underline{g}^t \underline{p}_j + \underline{f}^t \underline{\tilde{u}}_j)$ where elements of $\underline{\tilde{u}}_j$ can take any arbitrary value from \mathbb{F}_q and are not constrained to be equal to those of \underline{u}_j . As the reconstruction property holds irrespective of the values of \underline{u}_j , the regenerated node along with the existing nodes has all the desired properties.

For regeneration of a failed node, some d nodes give one (as $\beta = 1$) symbol each formed by a linear combination of the symbols stored in them. Assume that node Λ_{d+1} fails and nodes $\Lambda_1, \dots, \Lambda_d$ are used to regenerate it, where the set $\{\Lambda_1, \dots, \Lambda_{d+1}\}$ is some subset of $\{1, \dots, n\}$, with all elements distinct.

Let a_i and b_i ($i = 1, \dots, d$) be the coefficients of the linear combination for the symbol given out by node Λ_i . Let $v_i = a_i(f^t \underline{p}_{\Lambda_i}) + b_i(g^t \underline{p}_{\Lambda_i} + f^t \underline{u}_{\Lambda_i})$ be this symbol. Let δ_i and ρ_i ($i = 1, \dots, d$) be the coefficients of the linear combination used to generate the two symbols of the regenerated node. Thus the regenerated node will be

$$\left(\sum_{i=1}^d \delta_i v_i, \sum_{i=1}^d \rho_i v_i \right) \quad (29)$$

Choose $b_i = 1$ ($i = 1, \dots, d$). Now choose ρ_i ($i = 1, \dots, d$) such that

$$\sum_{i=1}^d \rho_i b_i \underline{p}_{\Lambda_i} = \underline{p}_{\Lambda_{d+1}} \quad (30)$$

and δ_i ($i = 1, \dots, d$) such that

$$\sum_{i=1}^d \delta_i b_i \underline{p}_{\Lambda_i} = \underline{0} \quad (31)$$

Equations (30) and (31) are sets of k linear equations in $d = k+1$ unknowns each. Since $\underline{p}_{\Lambda_i}$'s form a k -dimensional MDS code these can be solved easily in \mathbb{F}_q . This also ensures that we can find a solution to equation (31) with all δ_i 's non-zero.

Now, choose a_i ($i = 1, \dots, d$) such that

$$\sum_{i=1}^d \delta_i (a_i \underline{p}_{\Lambda_i} + b_i \underline{u}_{\Lambda_i}) = \underline{p}_{\Lambda_{d+1}} \quad (32)$$

i.e

$$\sum_{i=1}^d \delta_i a_i \underline{p}_{\Lambda_i} = \underline{p}_{\Lambda_{d+1}} - \sum_{i=1}^d \delta_i b_i \underline{u}_{\Lambda_i} \quad (33)$$

Equation (33) is a set of k linear equations in $d = k+1$ unknowns which can be easily solved in \mathbb{F}_q . Since none of the δ_i ($i = 1, \dots, d$) are zero, the particular choice of $\underline{p}_{\Lambda_i}$'s used guarantees a solution for a_i ($i = 1, \dots, d$). Hence, regeneration of any node using any d other nodes is achieved.

VI. CONCLUSION

In this paper, the notion of Exact Regenerating Codes was introduced in which a failed node is replaced by a new node which is its exact replica. Optimal Exact Regenerating Codes meet the storage-repair bandwidth tradeoff and have several advantages such as the absence of communication overhead and a low runtime processing requirement in comparison with more general regenerating codes. An explicit construction of exact regenerating codes for the MBR point with $d = n-1$ was provided, which is well suited for applications such as mail servers that call for fast recovery upon failure. Subspace viewpoint was used to prove the uniqueness of our code. At the MSR point, an explicit construction for regenerating codes for $d = k+1$ was given, that is suitable for peer-to-peer storage systems where the amount of data stored in each

node is to be minimized and where the number of nodes in the system varies with time. The codes given for both end points of the storage-repair bandwidth tradeoff have a low field size requirement and are of low complexity.

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